

FLIP-ELLO

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Resuba
Digital
Systems

Version 2.41C

June 1, 1982

___ Cassette (16KB to 32KB IBM Personal Computer)
✓ Disk (48KB to 256KB IBM Personal Computer)

"FLIP-ELLO"

Resuba Digital Systems

Version 2.41 06/01/82

TABLE OF CONTENTS

REGISTERING YOUR COPY OF "FLIP-ELLO"	2
INTRODUCTION	3
GETTING STARTED	4
Disc version	4
Cassette version	5
STARTING THE GAME	6
Players' Names	6
The Board Display	6
COMMANDS	7
Cursor Control Commands	7
"F" Command	7
"?" Command	7
"Home" Command	8
"%" Command	8
"Esc" Command	8
RULES OF THE GAME	9
Legal Moves	9
Examples	11
No Moves Available	12
Out of Pieces	12
MEDIA WARRANTY AND PROGRAM LICENSE AGREEMENT	Back Cover

"FLIP-ELLO"

Resuba Digital Systems
Version 2.41 06/01/82

REGISTERING YOUR COPY OF "FLIP-ELLO"

Please fill out and return this registration form. We will then contact you if FLIP-ELLO is modified or if new products are introduced. Use the enclosed addressed envelope to return this form. Thank You!

Product Name	FLIP-ELLO		
Version Number	2.41C		
Serial Number #	00045		
Your Name			
Street			
City			
State		Zip	
Date Bought	____/____/____		
Place Purchased			
City			
State			
Purchase Price	\$ DEMO . COPY		
Comments			

Return to: Resuba Digital Systems
Post Office Box 440
Blackwood, New Jersey 08012

"FLIP-ELLO"

Resuba Digital Systems
Version 2.41 06/01/82

INTRODUCTION

FLIP-ELLO is a computer version of an ancient board game. It has been known by a variety of names over the years.

The game rules are discussed in detail in the section labeled "Rules of the Game" of this manual.

Resuba Digital Systems' Version 2.41 of FLIP-ELLO will run on any IBM Personal Computer with at least 16KB of memory. The program can be purchased on a cassette or a 5 1/4" mini-disk. 16KB and 32KB machines must use the cassette version of the program.

The program will provide a challenge to beginners and intermediate level players. You may opt to play the computer as white or black, let the computer play itself, or use the computer as an "intelligent board" on which two human players compete. (The computer will keep track of the scores and flip ALL the right pieces.) See the sections labeled "Players' Names" and "Commands" for details. Good luck and enjoy FLIP-ELLO.

"FLIP-ELLO"

Resuba Digital Systems
Version 2.41 06/01/82

GETTING STARTED

Disc Version

Before you can run the FLIP-ELLO program that is present on the disk inside this package, you must copy two files onto the disk. This discussion will assume that you have at least one 5 1/4" disk drive in your IBM Personal Computer. (It will not be necessary to repeat this initialization process.)

1) Insert your DOS disk in drive "A" (the left-hand drive of a two drive system) and turn the system on.

2) If the system prompts for the current date, enter it as described in the DOS manual.

3) Once you receive the "A>" prompt, use the COPY command (as described in the DOS V1.00 manual on pages 2-22 to 2-24 or in the DOS V1.10 manual on pages 3-23 to 3-31) to copy the files called COMMAND.COM and BASICA.COM FROM the DOS disk TO the FLIP-ELLO disk. IN ORDER TO DO THIS YOU MUST REMOVE THE WRITE-PROTECT TAPE FROM THE EDGE OF THE FLIP-ELLO DISK - REMEMBER TO REPLACE THE TAPE AFTER YOU HAVE COPIED THE FILES TO THE FLIP-ELLO DISK. (This write-protect tape protects the disk against accidental erasure.)

4) After finishing Step 3, place the FLIP-ELLO disk in drive "A" and enter the DOS command DIR A:. The system should respond with the following listing (not necessarily in this order):

FLIPELLO	BAS	7936	06-01-82
AUTOEXEC	BAT	40	06-01-82
COMMAND	COM	3231	08-04-81
BASICA	COM	16256	08-04-81

The first two files SHOULD be on the disk (they were there before you started). If the last two are not, go back to step 3).

5) You have now successfully initialized your FLIP-ELLO disk and can begin to play. Press the "system reset" combination of keys (pressing the Ctrl, Alt, and Del keys together) or turn the system power OFF and then ON again. The program will load and start to run. Now turn to the section labeled "Starting the Game" in this manual.

"FLIP-ELLO"

Resuba Digital Systems

Version 2.41 06/01/82

GETTING STARTED

Cassette Version

Before you can run the program present on the cassette contained in this package you must load the program using the cassette interface of the computer. This discussion will assume that you have a cassette player attached to the IBM Personal Computer via the proper cable (see your computer dealer for details).

1) Turn on the computer. When Cassette BASIC's display appears, place the cassette in the cassette player. The side with the label on it should be facing up.

2) Make sure the tape is completely rewound. If it is not, place the player in REWIND mode, type the command MOTOR 1, and press the Enter key.

3) When the tape is rewound, press the STOP key on the tape recorder, type the command MOTOR 0, and press the Enter key.

4) Place the tape player in PLAY mode. (The tape will not move at this point - the computer tells it to start moving later.)

5) Type the command LOAD"FLIPELLO.P" and press the Enter key. The tape will start moving and a message should appear (after a few seconds) verifying that the program has been found.

6) Once the program finishes loading (it should take about 60 seconds), press the STOP key on the tape recorder and REWIND the tape. Remove the tape and place it back in its protective case.

7) You are now ready to start the program. Type the command RUN and press the Enter key. Now turn to the section labeled "Starting the Game" in this manual.

"FLIP-ELLO"
Resuba Digital Systems
Version 2.41 06/01/82

STARTING THE GAME

Players' Names

Once the program has begun to run, it will display a screen of information (Resuba Digital Systems' address, program version number and date, etc.). A message at the top of the screen will ask you to please wait while the board is set up. When this message disappears, a new message will appear at the bottom of the screen. This message will include a serial number. (You will need this for registration - it should match the number on the disk or cassette label.) The FLIP-ELLO program will now request the names of the players. Black moves first in the game. You can be black or white. Just type your name as the name for the color you wish to play. To play the computer, type IBM or ibm next to the color that the computer is to play. It is possible to use the program as the board for two human players; just enter the names of the people and the computer will take care of scores, piece-flipping, etc.

The Board Display

The screen displays a graphic picture of the board in its initial playing position. At the bottom of the screen, the players' names, number of pieces, and score will be displayed.

"FLIP-ELLO"

Resuba Digital Systems
Version 2.41 06/01/82

COMMANDS

The commands used in playing the game are described in this section of the manual. Whenever an illegal command is entered (or an illegal move attempted), the program will respond with a treble "Beep" sound. This indicates that the key you pressed or the move you tried to make is illegal. When a move is accepted, you will see and hear each piece as it flips. Just after a move is made, there will be a slight delay before any command is interpreted - wait about 1 or 2 seconds before you attempt to make a move. Entering any commands sooner than this is fine, but you won't see the results of the commands for a few seconds. THE MOVE BELONGS TO THE SIDE WHOSE COLOR IS BLINKING!

Cursor Control Commands

The cursor control keys (located on the numeric keypad on the right of the keyboard) are used to move the cursor to the square where you would like to make a move. The cursor will not be visible until a cursor control key or the "Home" key is pressed.

"F" Command

The "F" key (for FLIP) is used to make a move once the cursor has been moved to a legal position. If the move is accepted, the computer will begin flipping pieces; if not, a treble "Beep" signals an illegal move.

"?" Command

The "?" is used in two situations in FLIP-ELLO:

1) To signal the computer that you feel that no moves are currently available to you, and that the computer should skip your turn and allow the opposite color to move again. Press the "?" key. The computer will respond with the blinking message: "Searching...". (The computer is searching for the best available move.) If the computer does find a move, it will "Beep" and display the message "There is a move!!". If the computer cannot find a move, it will display "No moves...". The other player will be allowed to move again.

2) To ask the computer for the "Best" move available. Press the "?" key. The computer will respond with the blinking message "Searching...". (The computer is searching for your "Best" move.) If at least one move is available,

"FLIP-ELLO"

Resuba Digital Systems

Version 2.41 06/01/82

the computer will "Beep" and display the message "There is a move!!". Press the "Home" key and the cursor will appear at the location of the "Best" move. (You can now make this move by pressing the "F" key.)

"Home" Command

Just after a move is made (or at the very beginning of the game) the cursor is not visible. This is done so that the cursor's blinking will not annoy a player while he is thinking. The "Home" key makes the cursor visible without moving its position on the board. This makes it easy to find out where the previous player made his last move - the cursor will still be located there if no other cursor control key has been pressed since the move.

"%" Command

The "%" key causes the players to switch sides. This command could be used to change sides to take on your opponents position (possibly as a challenge to win a "lost" position).

"Esc" Command

The "Esc" key causes the PROGRAM TO STOP. The program will ask if you really desire to quit; if you respond with the "Y" key, the game will IMMEDIATELY STOP. THERE IS NO WAY TO RESUME THE GAME IF YOU PRESS THIS KEY!!! Only press "Esc" if you wish to QUIT THE GAME!

"FLIP-ELLO"

Resuba Digital Systems
Version 2.41 06/01/82

RULES OF THE GAME

OBJECT: To finish with more squares with your color piece on them than your opponent.

FLIP-ELLO uses 64 playing pieces (each player begins with 32) and a board of 64 squares. BLACK always moves first. During the course of the game, pieces are placed on the board on unoccupied squares. When a piece is played on a square, it causes other pieces (of the opposite color) to change to its color. (The exact way this happens is covered later in this section.)

Legal Moves

To move, the piece must be placed on an unoccupied square and it must cause at least one opponent piece to be flipped.

Pieces are FLIPPED when a piece is placed so that your opponent's continuous line of pieces is bordered at each end by a piece of your color.

For example: BLACK (X) is about to move. WHITE (O) has three pieces in a row ended by a BLACK piece.

- O O O X

BLACK places his piece on the empty square (-).

X O O O X

The entire row of of WHITE pieces will FLIP to BLACK.

X X X X X

"FLIP-ELLO"

Resuba Digital Systems

Version 2.41 06/01/82

In one move, a piece can cause pieces to FLIP in one or more directions (horizontal, vertical, or diagonal direction) as long as the line is continuous. For example, BLACK (X) is about to move. Several pieces are in the following pattern:

```

      O
    - O O X
      O O
      X

```

BLACK places his piece on the empty square (-).
Pieces in both horizontal and diagonal line FLIP.

```

      O
    X X X X
      X O
      X

```

A piece is FLIPPED only as a direct result of a move - when it falls in the direct line of just-placed piece. You may not skip over an empty square, or your own color piece, to FLIP an opposing piece.

"FLIP-ELLO"

Resuba Digital Systems

Version 2.41 06/01/82

Examples

In Fig. 1, Black (the X's) has 4 legal moves (marked by the stars). If Black chooses to place his piece on the star at row 3 column 4 then Fig. 2 would be the result.

		COLUMN							
		1	2	3	4	5	6	7	8
	1	-	-	-	-	-	-	-	-
	2	-	-	-	-	-	-	-	-
R	3	-	-	-	*	-	-	-	-
O	4	-	-	*	O	X	-	-	-
W	5	-	-	-	X	O	*	-	-
	6	-	-	-	-	*	-	-	-
	7	-	-	-	-	-	-	-	-
	8	-	-	-	-	-	-	-	-

Fig. 1

		COLUMN							
		1	2	3	4	5	6	7	8
	1	-	-	-	-	-	-	-	-
	2	-	-	-	-	-	-	-	-
	3	-	-	-	X	-	-	-	-
	4	-	-	-	X	X	-	-	-
	5	-	-	-	X	O	-	-	-
	6	-	-	-	-	-	-	-	-
	7	-	-	-	-	-	-	-	-
	8	-	-	-	-	-	-	-	-

Fig. 2

In Fig. 3 a position is set up with White to move. The possible legal moves are again marked by stars. If White chooses the square marked by the star at row 4 column 6 then Fig. 4 would be the result.

		COLUMN							
		1	2	3	4	5	6	7	8
	1	-	-	-	-	-	-	-	-
	2	-	-	-	*	-	-	-	-
R	3	-	-	O	X	*	-	-	-
O	4	-	-	*	O	X	*	*	-
W	5	-	-	-	X	X	X	-	-
	6	-	*	X	O	O	O	-	-
	7	-	-	-	-	-	-	-	-
	8	-	-	-	-	-	-	-	-

Fig. 3

		COLUMN							
		1	2	3	4	5	6	7	8
	1	-	-	-	-	-	-	-	-
	2	-	-	-	-	-	-	-	-
	3	-	-	O	X	-	-	-	-
	4	-	-	-	O	O	O	-	-
	5	-	-	-	X	O	O	-	-
	6	-	-	X	O	O	O	-	-
	7	-	-	-	-	-	-	-	-
	8	-	-	-	-	-	-	-	-

Fig. 4

If you are unsure about how the pieces will flip, just try a game or two: You against the computer. (See the section on Players' Names.)

"FLIP-ELLO"

Resuba Digital Systems

Version 2.41 06/01/82

No Moves Available

If you find yourself in a position where no move is available, your turn is skipped (see the "?" command). If both players find themselves with no moves, the game is over. (This can occur before all of the squares are occupied on the board.)

Out of Pieces

If you or your opponent run out of pieces (and the other player still has some pieces) then a piece may be borrowed (and its color changed) for placement on the board. When this occurs, the message "Borrow..." will appear at the bottom of the screen as the piece is borrowed.

Good luck, and enjoy FLIP-ELLO.

James Randolph Hawkins

Resuba Digital Systems

June 1, 1982

"FLIP-ELLO"

Resuba Digital Systems
Version 2.41 06/01/82

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In this agreement the term, MEDIA, refers to the physical DISK or CASSETTE upon which the FLIP-ELLO PROGRAM is encoded. The term, PROGRAM, refers to the FLIP-ELLO program itself and all related files encoded upon the MEDIA. R.D.S. refers to Resuba Digital Systems.

Resuba Digital Systems warrants the original purchaser of the FLIP-ELLO disk or cassette version 2.41 MEDIA for a period of ninety (90) days from the date of purchase. If, during this period, the DISK or CASSETTE MEDIA fails, Resuba Digital Systems will exchange the defective MEDIA for a postage and handling fee of \$5.00. This warranty does not cover damage caused by negligence or abuse. The defective MEDIA must be returned to Resuba Digital Systems postpaid along with proof of purchase. Postmark and purchase receipt will govern as proof of warranty coverage.

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